Scropia the Capitol of Xeric

Our Capitol name is Xeric it is divided into five sections of classes’ middle, lower, upper, government, and merchant; our capitol is also divided into with three guards west, south, and east. The Market section is located on the east side of the city because our large seaports are on the west side of Xeric, so merchants may trade and set up shops on this side of the and not get mixed with Scropian citizens. The guard section on the east side is the biggest because it is the city’s major defense of protection against invaders who may invade from the sea; it also searches merchant wagons for illegal goods and collects tolls.

Lower class is located on the south side with the south guard as its entrance. We have the lower class on the south side because the south side of Xeric is where our poorer cities are. Citizens in Xeric are people who work as servants, unskilled builders, unskilled merchants, unskilled carpenters, street cleaners, road builders, grounds keepers, and many other low paying jobs. The Middle class is most of the city it separates merchant, lower, west guard, and upper class from each other. Middle class citizens are things like guards, skilled carpenters, mansions, black smiths, etc.

The upper class is in the north side of the city it surrounds the government part of the government part of the city; the upper class is where the wealthiest people in the city live. People living in the upper class are merchant lords, large farming lords, mining lords, and things like that. The government section is the smallest and surrounded by the upper class. The government section of the city is where the xeric palace is known as the Eyes of the Beholder, the grand church of Inferism known as the Halls of Hope, and the three large court houses that deal with political crimes, international crimes, and domestic crimes these three houses are known as the fangs of justice.